

AMENDMENTS TO THE CLAIMS

Claim 1. (previously presented) A method of data processing between a plurality of computer game devices connected through a communication network, comprising the steps of:

measuring delay times between a plurality of game devices by measuring for each game devices a time between when a test message is transmitted to and received back from another game device;

determining a longest delay time of said measured delay times;

synchronizing delay times counted by each game device; and

during a progress of a computer game, processing at each game device a first game data received from another game device on a lapse of the longest delay time of said measured delay times from a time of transmission of the first game data from the another game device, and processing a second game data transmitted from each game device itself on the lapse of the longest delay time of said measured delay times from a time of transmission of the second game data from each game device itself,

wherein said synchronizing step includes the steps of starting counting a time at each game device after a first time period is passed from a transmission of reset signal transmitted from one game device to the other game devices,

transmitting from said one game device to the other games devices a count value, and

stopping counting temporarily at each game device so that a difference of each game device's own count values and the received count value from the one device becomes a delay time with respect to the one device.

Claim 2. (original) The method of data processing of claim 1,

wherein said data comprises information as to the time of transmission, and when said data is received, said processing step recognizes when said longest time has elapsed by using the difference of said time of transmission and the time which it has counted itself.

Claim 3. (cancelled)

Claim 4. (original) The method of data processing of claim 1, wherein said data includes information as to the number of players operating a device and information corresponding to the operations of each player; and

said processing step recognizes the length of said data by using said information as to the number of players.

Claims 5-6 (canceled)

Claim 7. (currently amended) A computer program product executed by [[a]] each computer device that is one of a plurality of computer devices connected through a network to each other, comprising the steps of:

measuring delay times of communication to other computer devices;

acquiring the longest time of said delay times measured by the all devices;

synchronizing the time that is counted to each of the times counted by the other devices; and

processing each data transmitted from each of the other devices on the lapse of said longest time from the time of transmission of each data.

Claim 8. (original) The computer program product of claim 7,

wherein said data comprises information as to the time of transmission, and when said data is received, said processing step recognizes when said longest time has elapsed by using the difference of said time of transmission and the time which it has counted itself.

Claim 9 (original) The computer program product of claim 7, wherein said synchronizing step comprises the steps of:

transmitting from one device of said plurality of devices to another device the count value of said one device; and

stopping count incrementation temporarily in another device so that the difference of its own count value and the received count value becomes the delay time with respect to said one device.

Claim 10 (original) The computer program product of claim 7, wherein said data includes information as to the number of players operating a device and information corresponding to the operations of each player; and

said processing step recognizes the length of said data by using said information as to the number of players.

Claims 11-24 (canceled)